

ABSTRACT

A method for developing, delivering and rendering robust graphical applications over a local or wide-area network using industry standard protocols is disclosed. A rich-thin-client comprising scripts written using standard protocols is loaded on a standard browser enabling the browser to emulate a full desktop or 5 windowing application environment. Applications written using a WebFace markup language are then uploaded to the user's computer and run on the rich-thin-client within the user's browser program. The user experiences rapid response times, a rich graphical user interface, the ability to manipulate data in ways consistent with a robust application running on a local operating system, and the ability to interact 10 with services and data located on remote networks without running proprietary software or applets on either the server or the user's client computer.